

ABSTRACT

An approach to reduce the quality impact due to lost voiced frame data is presented. The decoder reconstructs the lost frame using the pitch track from a directly prior frame. When the decoder receives the next frame data, it makes a copy
5 of the reconstructed frame data and continuously time warping it and the received frame data so that the peaks of their pitch cycles coincide. Subsequently, the decoder fades out the time-warped reconstructed frame data while fading in the time-warped received frame data. Meanwhile, the endpoint of the received frame data remains fixed to preclude discontinuity with the subsequent frame.